THE STORY

The story starts in 17 million BC (on a Tuesday) with our hero making a visit to his bank 'Savings and Bones' to deposit a big bag of bones. No sooner had Bignose approached the stoney lobby of the bank when he was jumped on by *Leroy the Lizardman*, knocked out and had all his bones stolen. When Bignose woke up and realised his bones had been stolen he really **did** freak out! After about a half hour of jumping up and down and causing mini-earthquakes he was hit by a bright idea and ran off to get busy in his garage.

Two hours later, out he whizzes on his newly invented wheel and begins the quest to recover his bone savings…

Your task is to help Bignose retrieve his bones and teach Leroy a lesson he won't forget.

There are *five* sections of play with *four* levels in each section.

At the end of each section Bignose will meet Leroy, he'll usually have a trusty monster ready and will

attempt to snuff out Bignose.

Bignose starts the game with *three* lives and his prehistoric club. Most of the creatures will kill Bignose on contact -so, don't try to make friends with them, kill them with the club! Bignose also starts the game with one continue.

BIGNOSE'S CLUB

Whilst tearing along the landscape, don't miss the '*three rock*' icon. When Bignose picks this up he can use his club to launch rocks at his enemies. Each rock Bignose picks up adds to the number of rocks he can launch per hit (maximum *3*).

Each rock Bignose picks up when he's already firing three stones will make his stones fly *faster* -after that he'll get *power-stones* which travel straight through the enemy and kill **anything** in their path.

If Bignose is hit whilst carrying rocks, he loses the rocks. If Bignose isn't carrying rocks when he's hit, he's history.

BONES & MUSHROOMS

Pick up bones you find along the way. Collect 25 or more bones before the end of a level and Bignose will get an **extra life**. The maximum number of lives he can have is *nine*.

Look out for the mushrooms, some of these will reveal a surprise if Bignose jumps on them. *Extra lives*, *extra bones*, *invincibility*, *bonuses* and *higher jumps* can be found. Not all the surprises are nice ones though, some hide creatures or set off lightning storms and some will even reverse the controls!

- Not all mushrooms are visible

BIG NOSE Freak

THE GAME SCREEN

In the top left corner is the number of bones Bignose has collected so far. Below this

BIG™ NOSE ks Out

Bignose's lives are shown. At the bottom of the screen is the score. Don't forget to look at the rest of the screen because this is where all the action happens!

TIME LIMIT

There is a time limit of approximately 4 to 7 minutes to do each level in. The timer is not actually shown until you have only *30* seconds left (when it replaces the score at the bottom of the screen). When the timer runs out Bignose *loses* a life.

BONUS STAGES

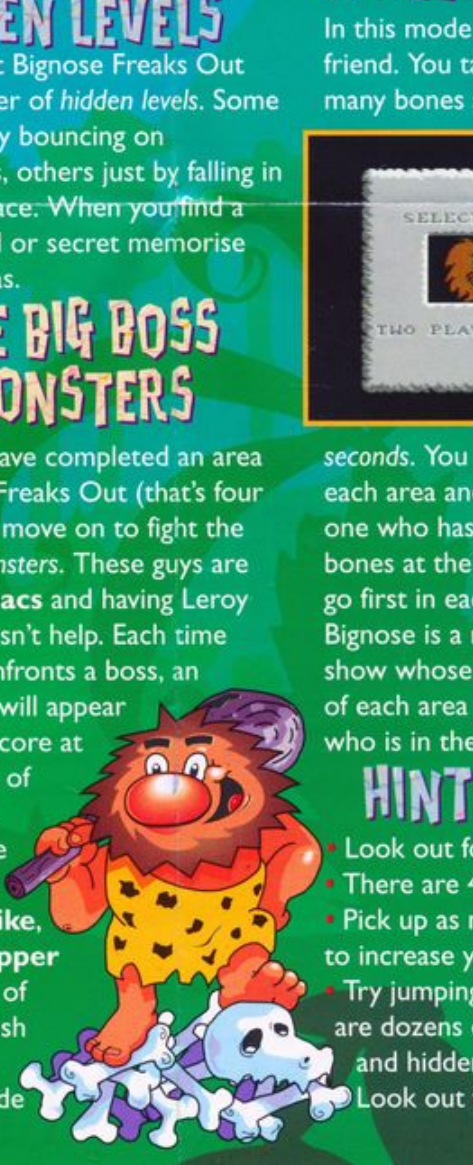
In the bonus stages Bignose has to jump from mushroom to mushroom across the screen to the end. If he succeeds you win a *continue*. Each continue allows you to restart Bignose at the level he reached when he was killed. Bignose **won't** lose a life if he doesn't complete the bonus game.

HIDDEN LEVELS

Throughout Bignose Freaks Out are a number of *hidden levels*. Some are found by bouncing on mushrooms, others just by falling in the right place. When you find a hidden level or secret memorise where it was.

THE BIG BOSS MONSTERS

After you have completed an area of Bignose Freaks Out (that's four levels), you move on to fight the *big boss monsters*. These guys are **mad maniacs** and having Leroy around doesn't help. Each time Bignose confronts a boss, an energy bar will appear above the score at the bottom of the screen. Some of the big baddies include: **Spike, Sidney, Ripper** and several of Leroy's stylish inventions which include a giant catapult and a hot air balloon -so watch out Bignose!



TWO PLAYER TAG MODE

In this game you start with *4* lives. When you lose a life **player two** takes over Bignose until he loses another life. This continues until Bignose finally dies. Extra lives prolong the game as usual so keep getting em'!

TWO PLAYER CHALLENGE MODE

In this mode you can challenge a friend. You take turns to collect as many bones as possible in *60 seconds*. You play *5* levels, one from each area and the winner is the one who has collected the most bones at the end. You take turns to go first in each level. Above Bignose is a number flashing to show whose turn it is. At the end of each area a results table shows who is in the lead.

HINTS & TIPS

- Look out for hidden doors
- There are 40 hidden levels
- Pick up as many stones as you can to increase your firepower
- Try jumping everywhere, there are dozens of mushrooms to find - and hidden levels.
- Look out for level warps too!

CODEMASTERS' HELPLINE
1-900 RESTART
1 900 737 8278

Calls cost $1.75 for the first minute
and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Bignose Freaks Out™

This helpline is for gameplay advice only
If you are under 18, you MUST have your parents' permission.
Touchtone phones only.

BIG NOSE Freaks Out

was brought to you by...

GAME DESIGN	*Darren and Jason Falcus*
PROGRAMMING	*Darren and Jason Falcus*
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PRODUCTION	*Stewart Regan & Pat Stanley*

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or
patterns, eg. a game in pause mode.
Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

☞ Please contact your TV manufacturer for more information.

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Written by
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MORE GREAT GAMES TO WATCH OUT FOR!

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Linus Spacehead's "cosmic crusade"

Linus needs your help! *He has no money, no car and no respect from his fellow Linomen!* The trouble is, no one believed his tale of discovering a far away planet called **"Earth"** so it's your job to help him get back there and take some handy snaps! Starting from his home town Old Lino Town, it's cosmic gameplay all the way in a *unique blend of adventure and platform action* **PLUS** a whole galaxy of surprises thrown in! **Absorb your senses in this Extra Terrestrial Odyessy but keep an eye out for flying saucers in your front yard** *-you have been warned!*

The Fantastic Adventures of Dizzy

Dizzy's cartoon adventure in Zakeria - a magical kingdom ruled by the evil wizard Zaks. Explore the mysterious diamond mines, fabulous caverns, dragon's lair, cloud castle, find secret treasure maps, encounter strange magicians, wizards, trolls, pirates, leprechauns & many other weird and wonderful creatures.
Dizzy's girlfriend Daisy has been kidnapped and taken to Evil Zaks' castle in the clouds. Your job is to find the castle and defeat Zaks'. Your adventure begins in front of Dizzy's treehouse high above the forest floor. **Good Luck!**

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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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